

FIG. 1

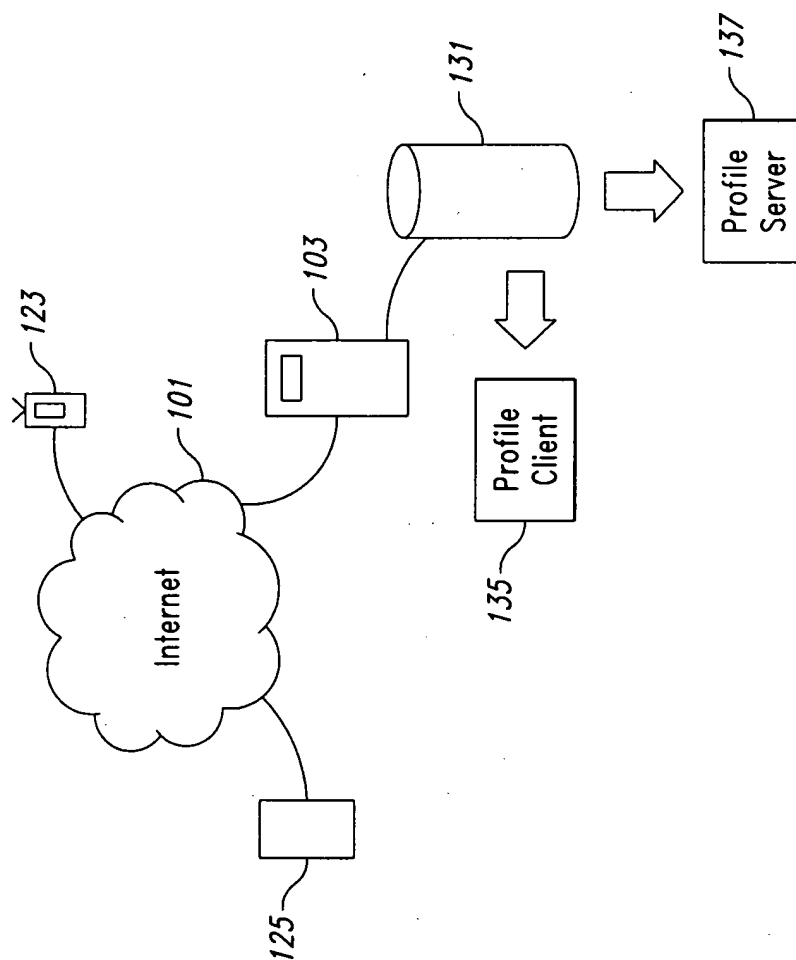


FIG. 1A

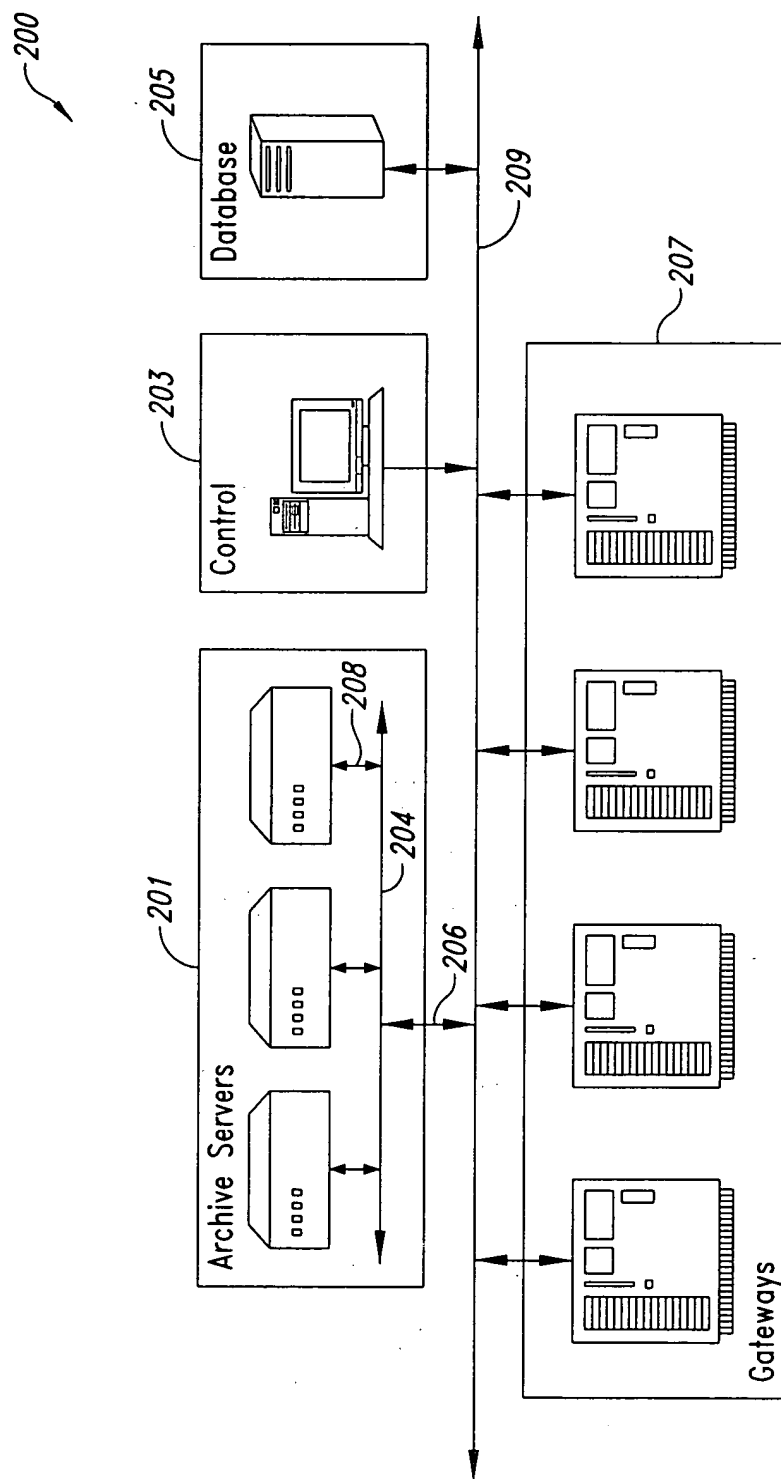


FIG. 2

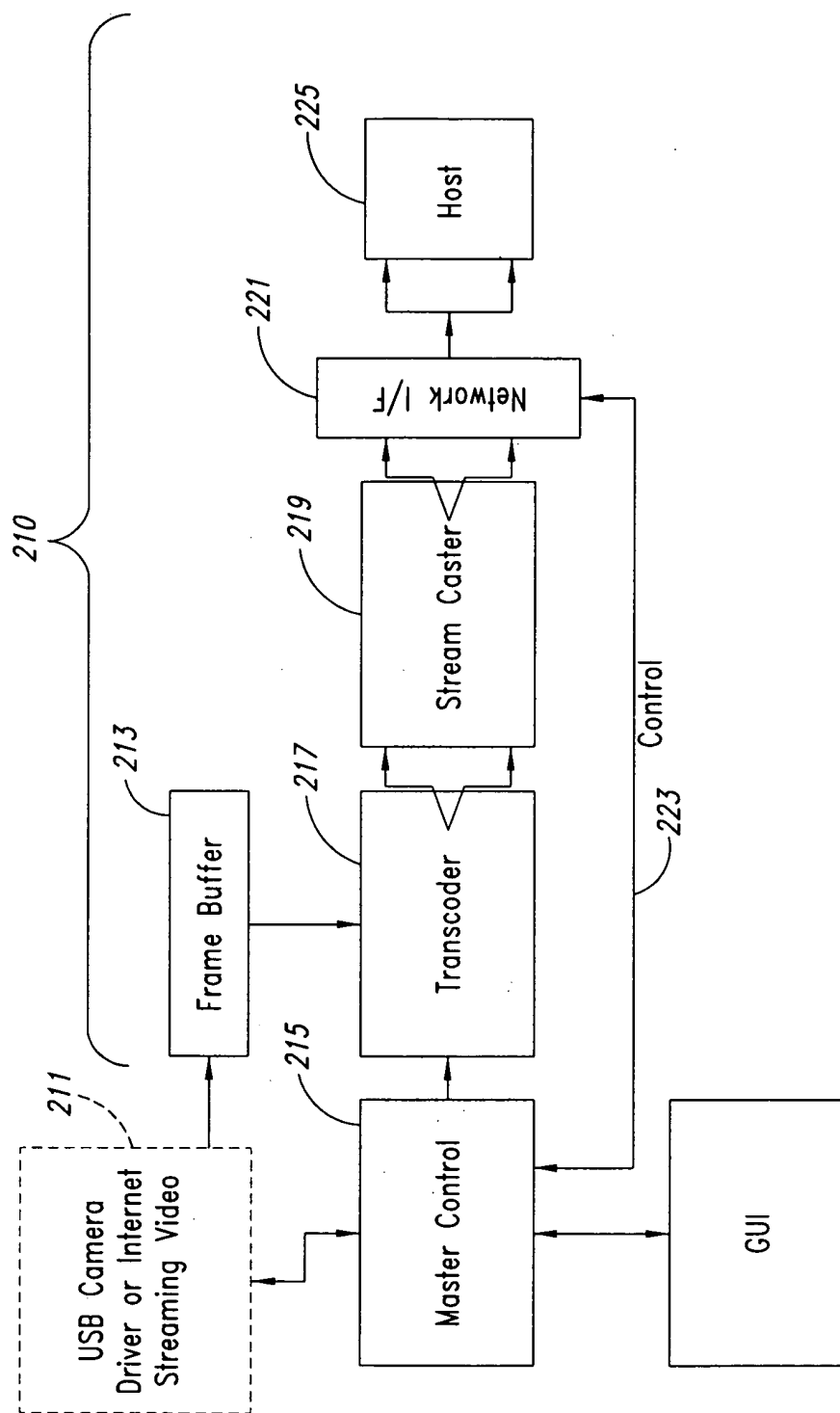


FIG. 2A

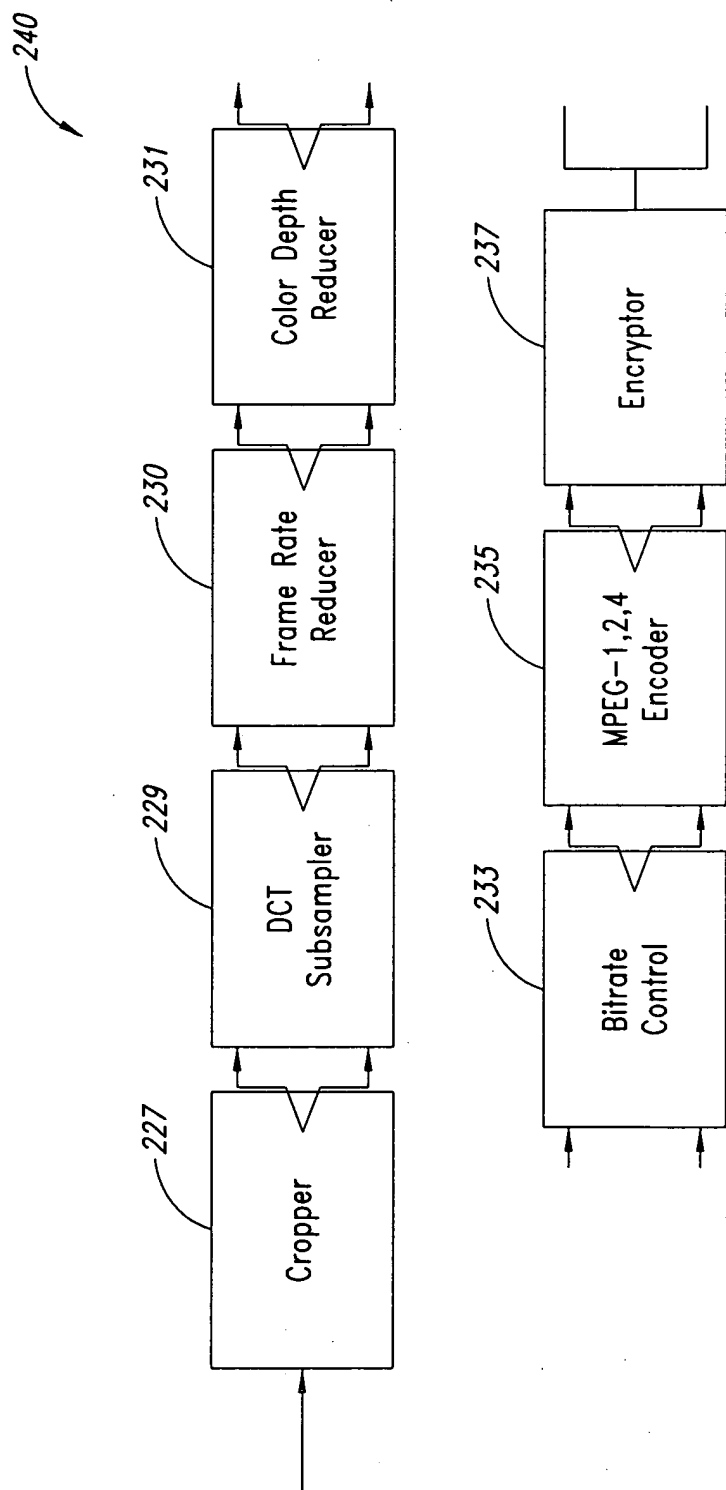


FIG. 2B

STREAM FLOW OPTION A

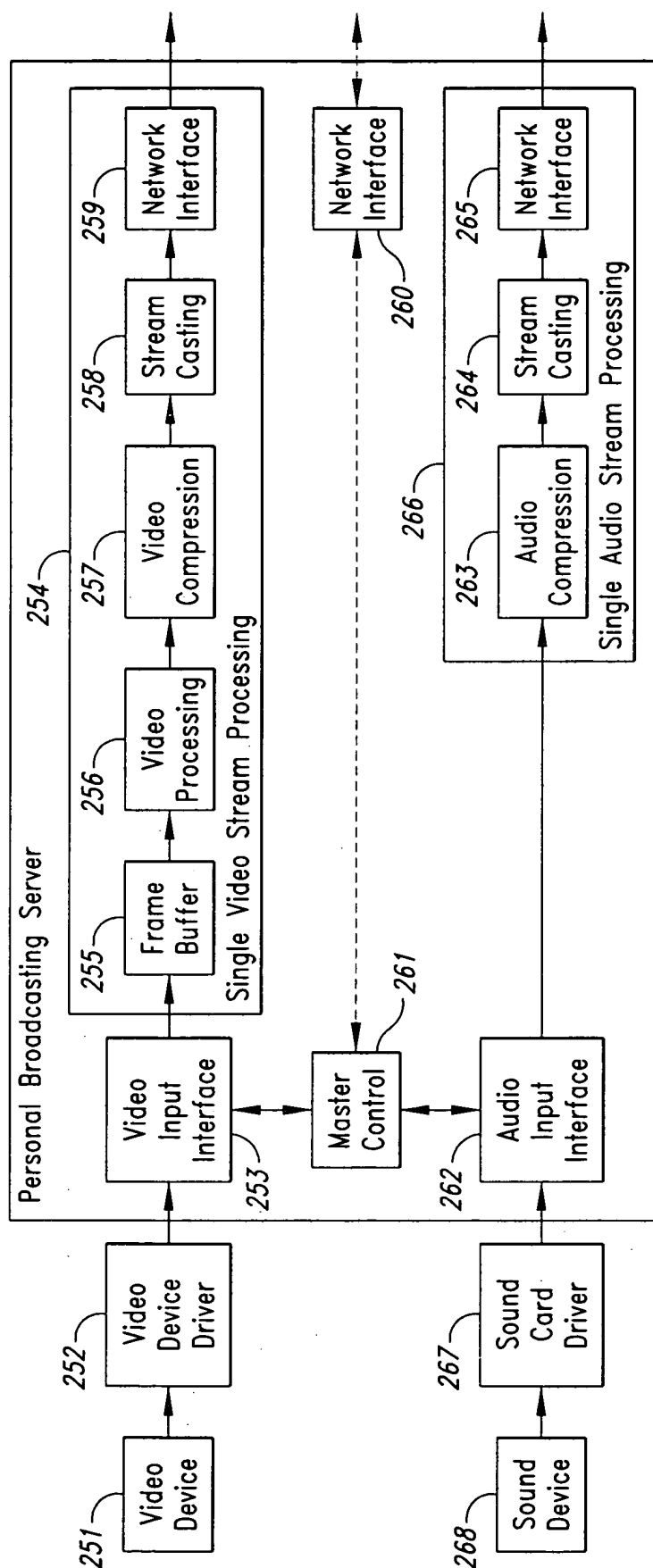


FIG. 2C

STREAM FLOW OPTION B

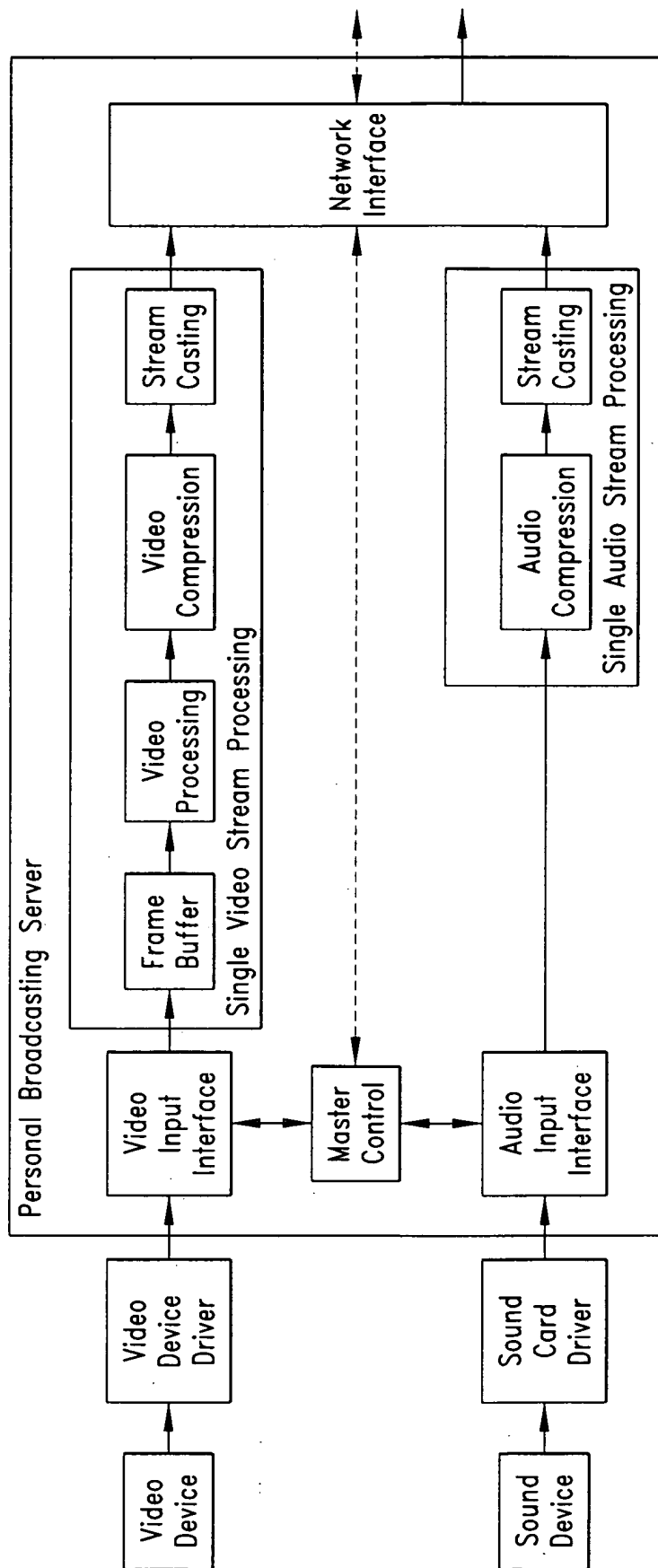


FIG. 2D

STREAM FLOW OPTION C

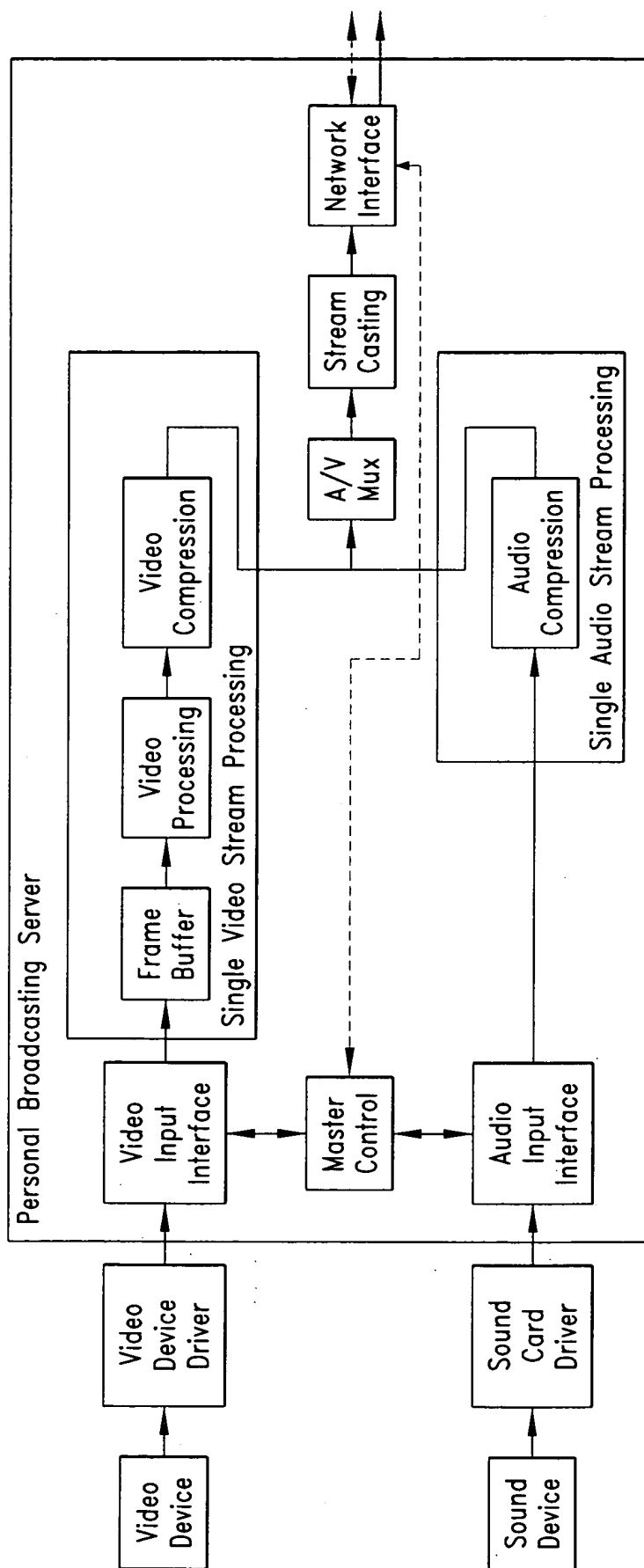


FIG. 2E

PERSONAL BROADCASTING PROCESS

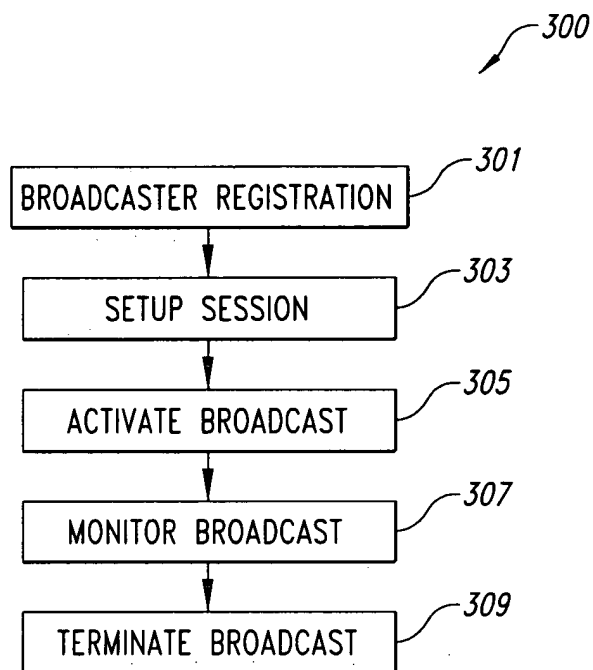


FIG. 3

BROADCASTER REGISTRATION

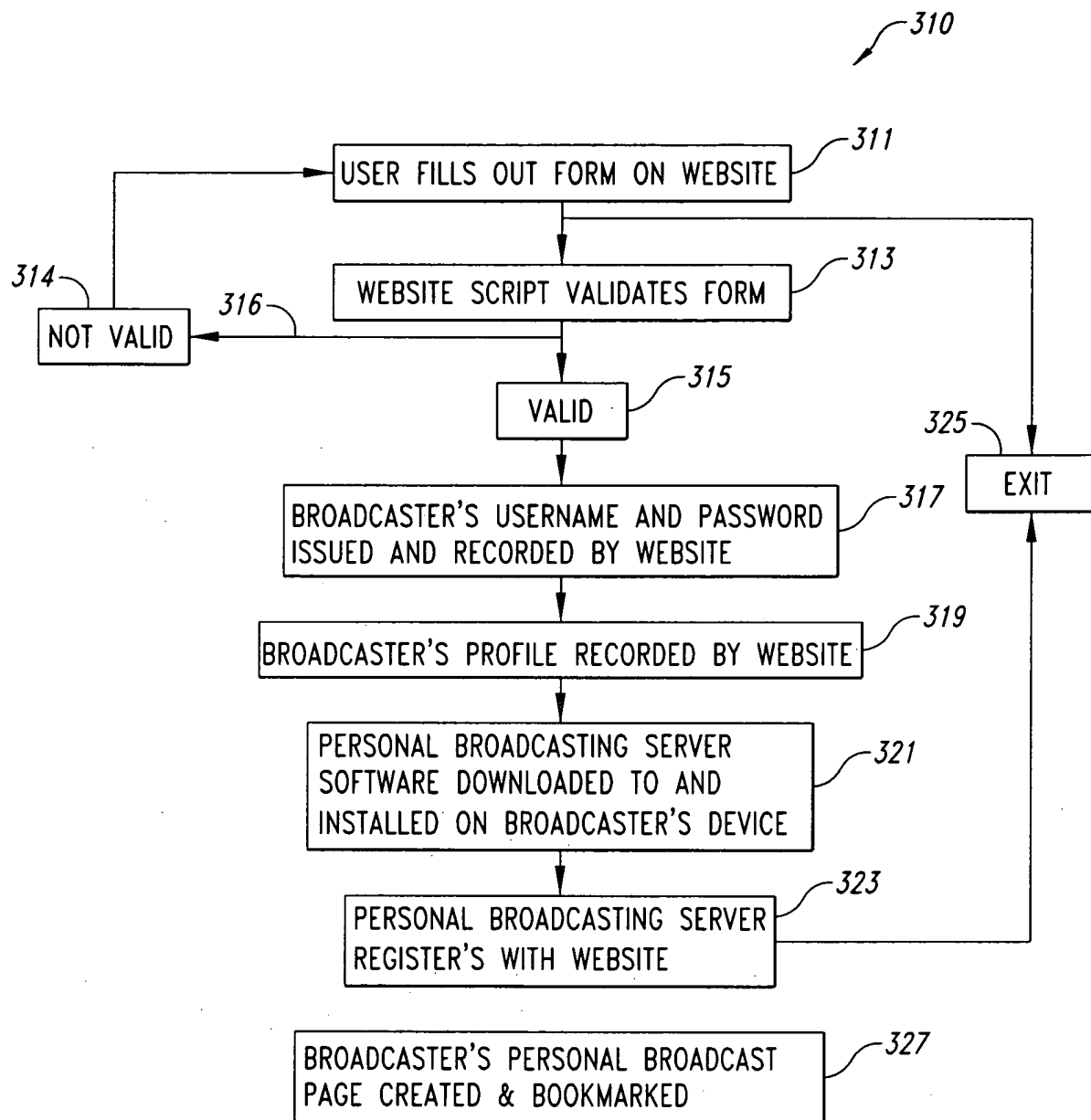


FIG. 3A

SETUP BROADCASTING SESSION

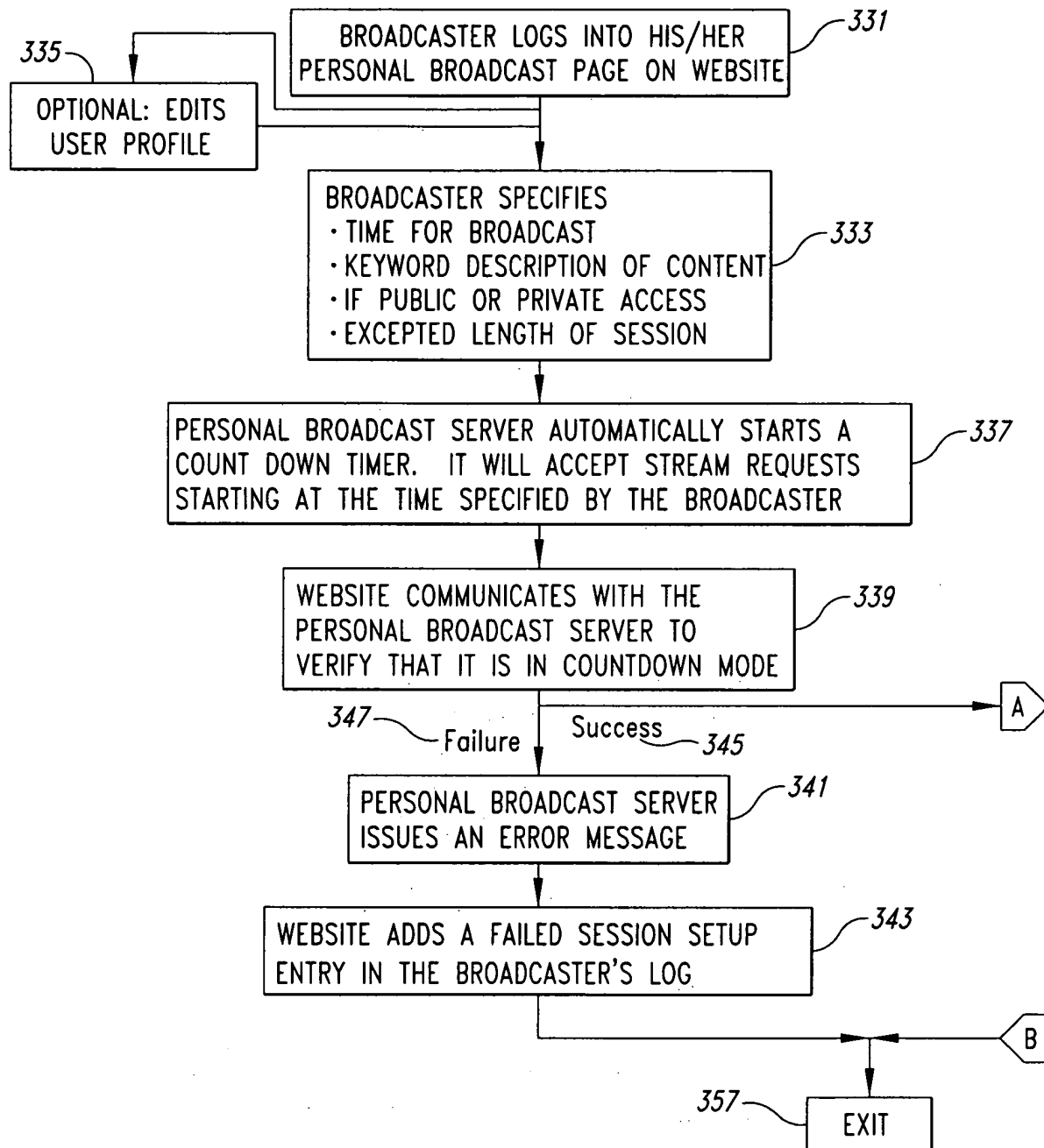


FIG. 3B-1

SETUP BROADCASTING SESSION 330

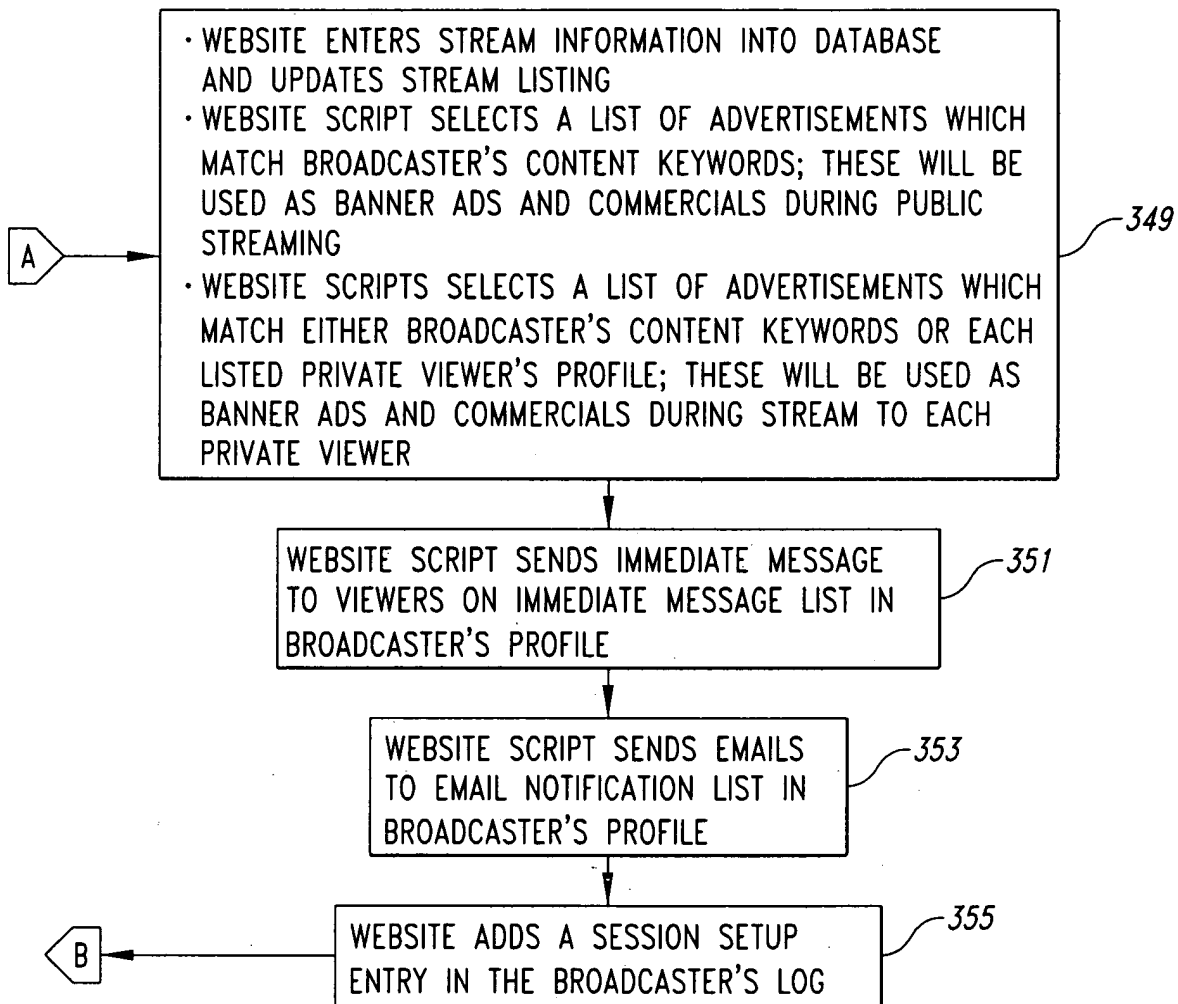


FIG. 3B-2

ACTIVATE BROADCAST

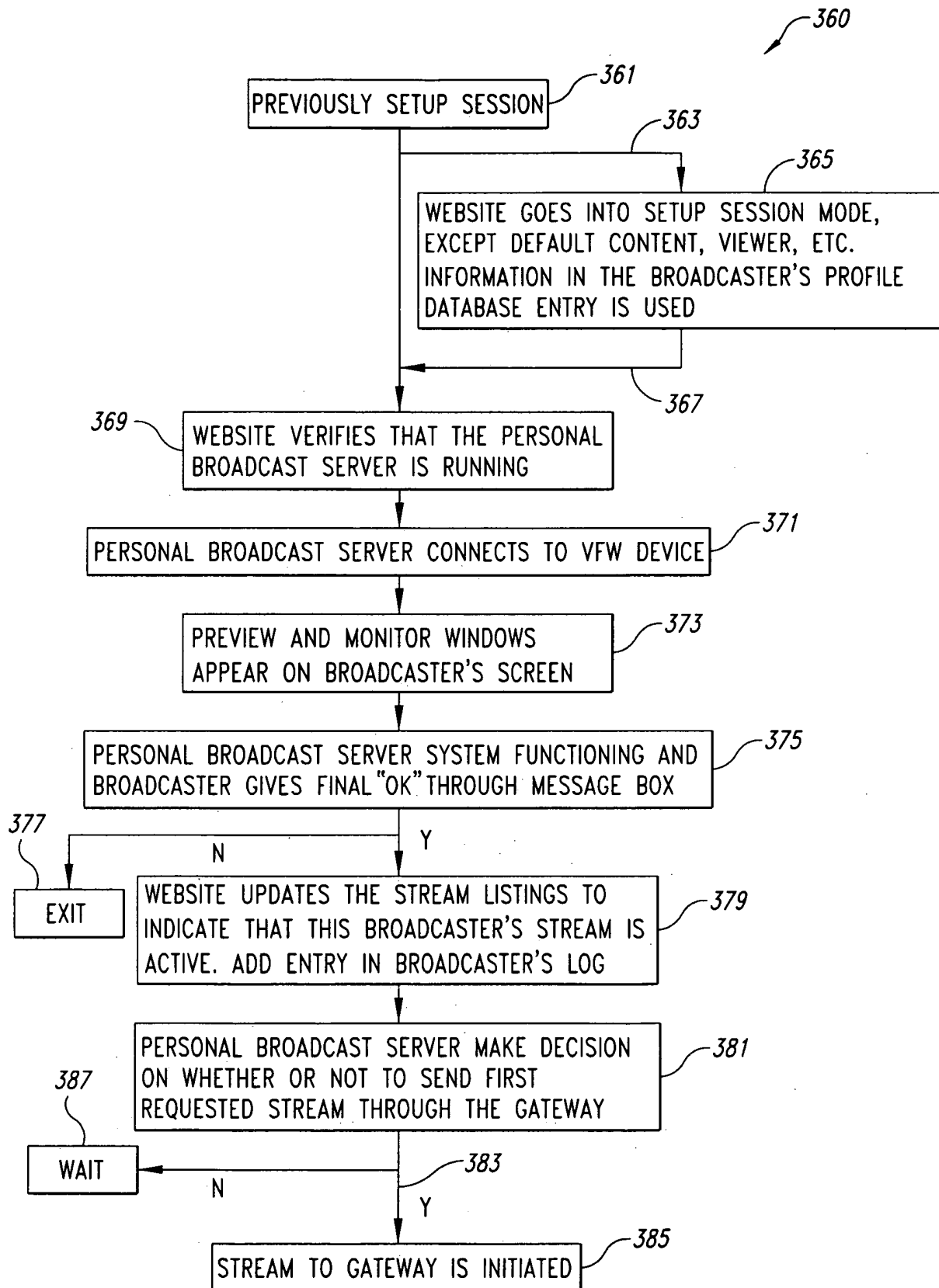


FIG. 3C

TERMINATE BROADCAST

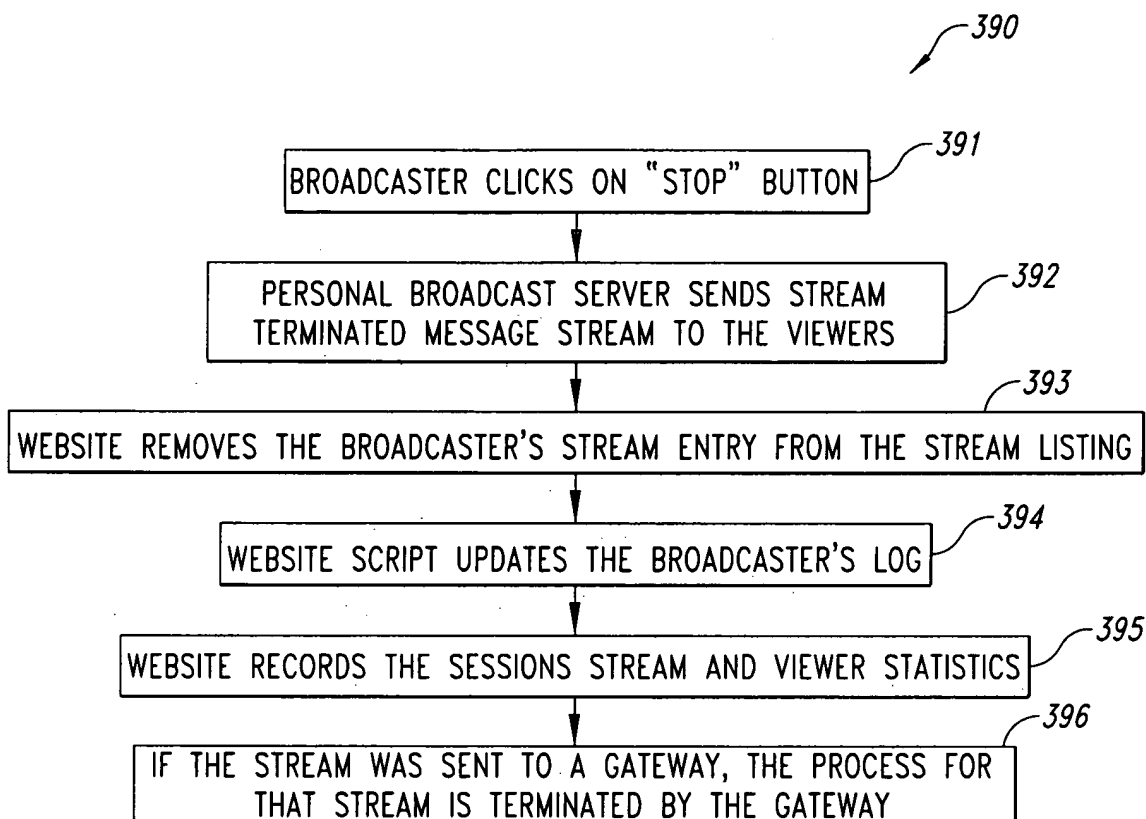


FIG. 3D

VIEWING PROCESS

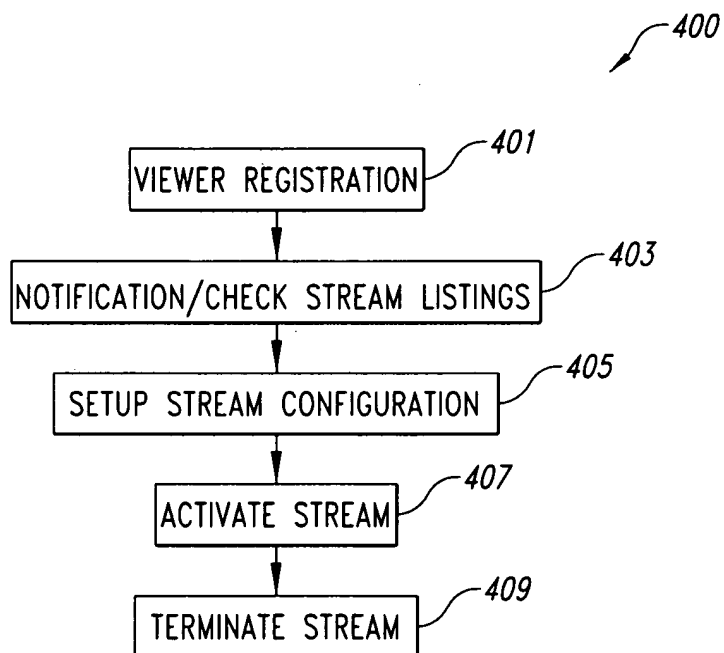


FIG. 4

VIEWER REGISTRATION

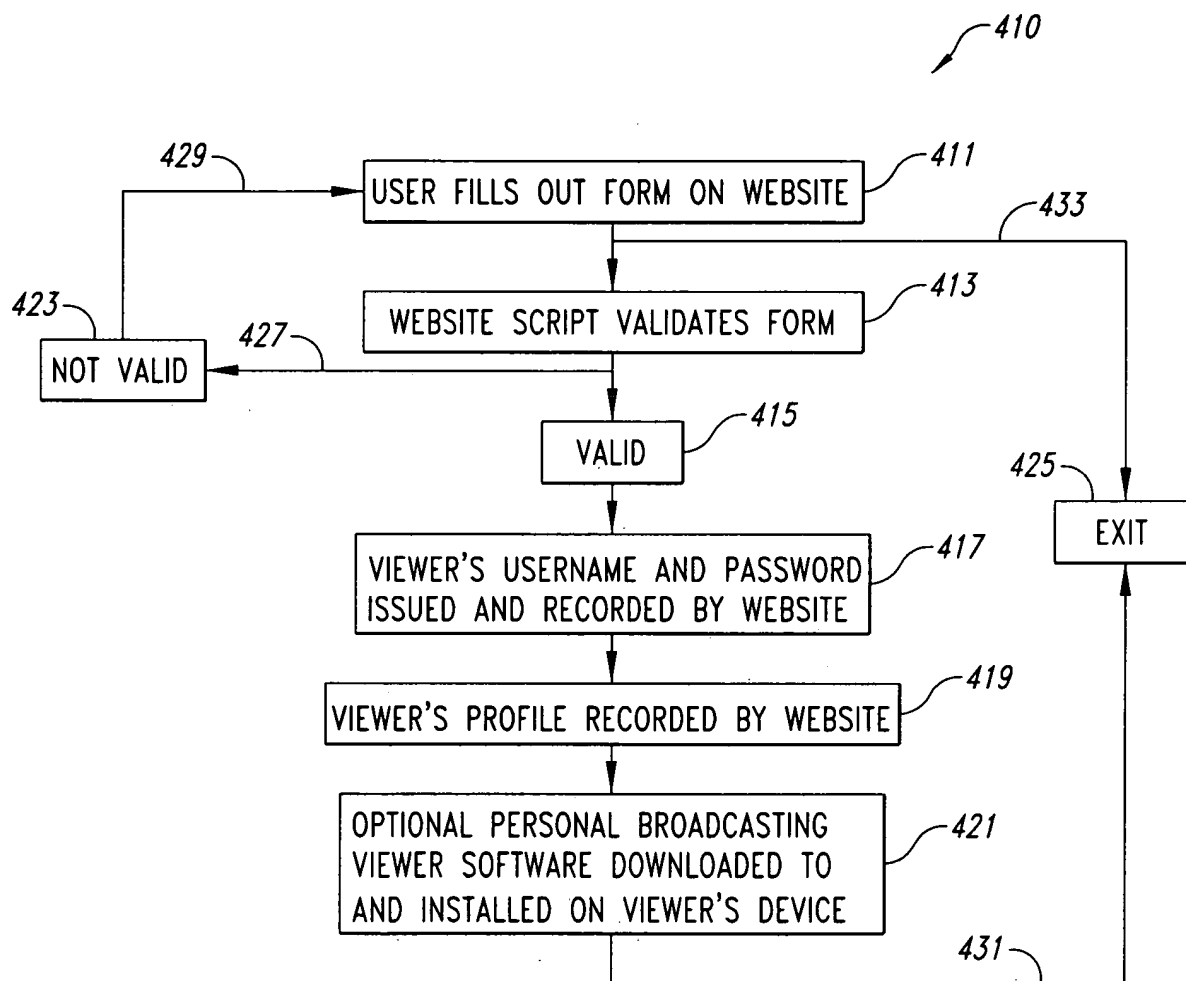


FIG. 4A

SETUP STREAM CONFIGURATION

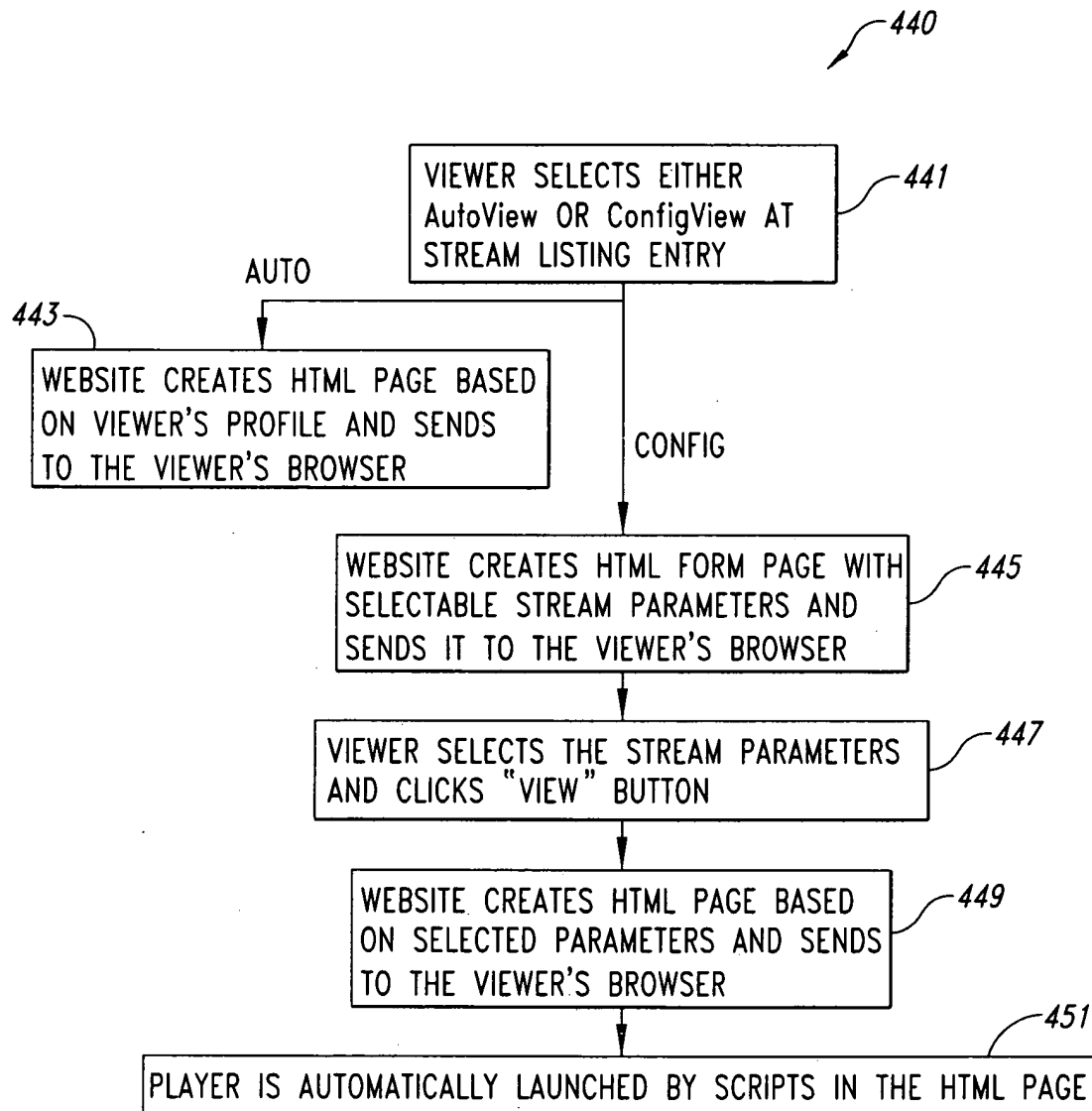


FIG. 4B

Mapping:

Resolution = Display

500

Player	ProtocolType
LuxPlayer	RTP
Others	TCP

DeviceType	ColorDepth
CellPhone	1bit
PDA	2bit
WinCE	4bit
PC	24bits

QoS Bandwidth	FrameRate
14.4kbps	1fps
28.8kbps	2fps
33.6kbps	4fps
128kbps	8fps
324kbps	15fps
>324kbps	30fps

Player	ColorDepth	Processor	StreamFormat
Browser	1bit, 2bits	ANY	MotionGIF
Browser	>2bits	ANY	MotionJPEG
ANY	1bit, 2bits	<266MHz	MotionGIF
ANY	>2bits	<266MHz	MotionJPEG
Otherwise			MPEG/MP3 audio

FIG. 5

Client Mobile Device Capability:

DeviceType	Processor	OS	Player	Display	Bandwidth
PDA	16bit	PalmOS	Browser (no javascript) (no audio)	160x120	14kbps

Map to internal structure:

StreamFormat	Resolution	ColorDepth	FrameRate	ProtocolType
MotionGIF	160x120	2bit	1fps	TCP

FIG. 6

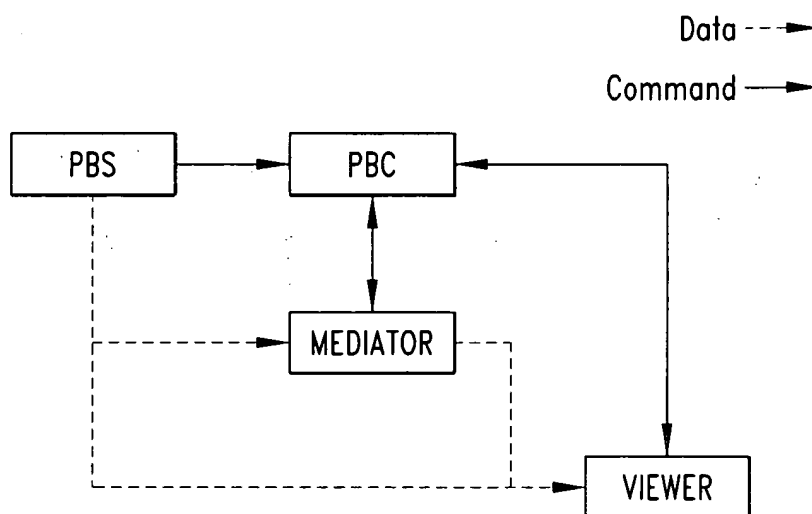


FIG. 7

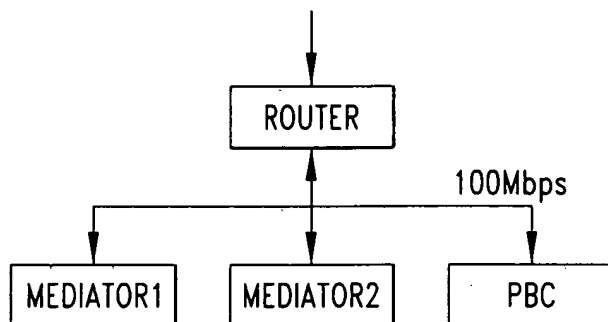


FIG. 8

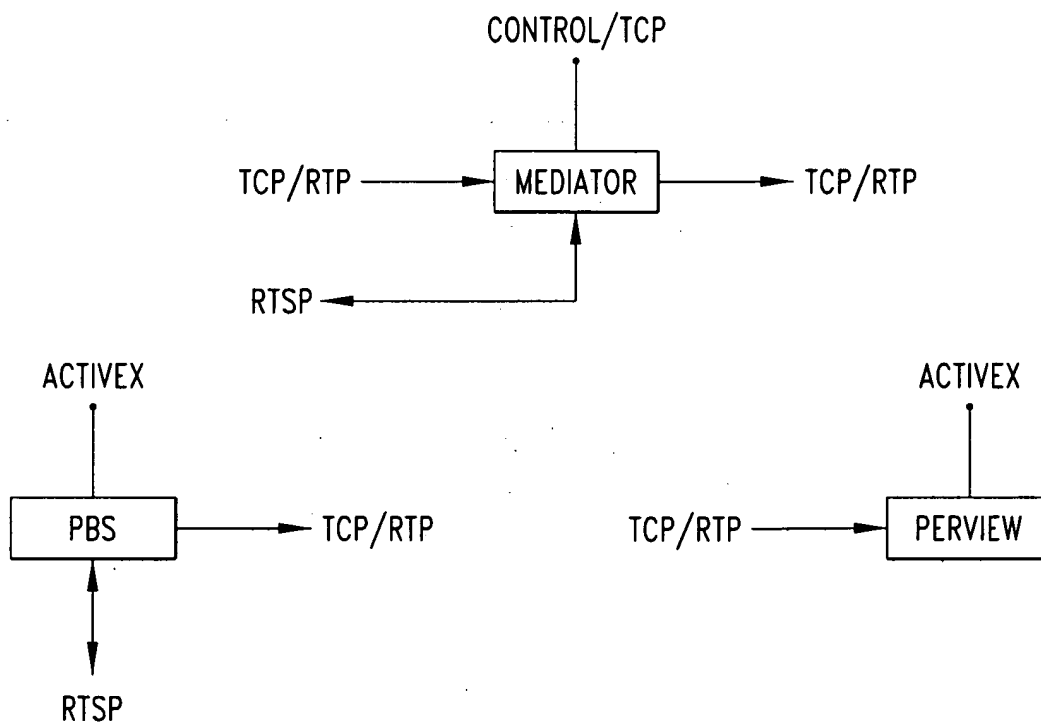


FIG. 9